

The Honorable Tana Lin

UNITED STATES DISTRICT COURT
WESTERN DISTRICT OF WASHINGTON
AT SEATTLE

BUNGIE, INC.,

Plaintiff,

v.

ELITE BOSS TECH INCORPORATED,
11020781 CANADA INC., DANIEL
FAGERBERG LARSEN, ROBERT JAMES
DUTHIE NELSON, SEBASTIAAN JUAN
THEODOOR CRUDEN A/K/A
“LUZYPHER,” JOHN DOE NO. 4 A/K/A
“GOODMAN,” YUNXUAN DENG A/K/A
“YIMOSECAI,” ANTHONY ROBINSON
A/K/A “RULEZZGAME,” EDDIE TRAN
A/K/A “SENTIENT”, CHENZHIJIE CHEN
A/K/A “CHENZHIJIE402, DSOF, CVR
37454303, MARTA MAGALHAES A/K/A
MINDBENDER A/K/A BLUEGIRL, and
JOHN DOES NO. 9-20,

Defendants.

Case No. 2:21-cv-01112-TL

STATUS REPORT UPDATE

On December 27, 2022, plaintiff Bungie, Inc. submitted a Status Report Update (Dkt. No. 42) in which Bungie stated that it expected to move for entry of a default judgment against defendant Larsen on or before January 17, 2023. We write now to update the Court on our anticipated timeline for filing the motion for a default judgment against Daniel Larsen. The motion is just about finalized, but scheduling issues, finalizing the supporting evidence, as well

1 as the need to file a motion to seal certain portions of the motion or supporting evidence, require
2 that the motion be filed a little later this week. As a result, we now anticipate filing the motion
3 on or before January 20, 2023.

4 DATED this 17th day of January, 2023.

6 By: s/ Brian W. Esler

7 Brian W. Esler, WSBA No. 22168

8 MILLER NASH LLP

9 Pier 70

2801 Alaskan Way, Suite 300

Seattle, WA 98121

Telephone: (206) 624-8300

10 Fax: (206) 340-9599

Email: brian.esler@millernash.com

12 Akiva M. Cohen, New York Bar No. 4328969

(Admitted *pro hac vice*)

13 KAMERMAN, UNCYK, SONIKER

& KLEIN, P.C.

14 1700 Broadway

New York, NY 10019

Telephone: (212) 400-4930

Email: acohen@kusklaw.com

16 Dylan M. Schmeyer, Colorado Bar No. 50573

(Admitted *pro hac vice*)

17 KAMERMAN, UNCYK, SONIKER

18 & KLEIN, P.C.

750 W. 148th Ave #4216

Westminster, CO 80023

Telephone: (719) 930-5942

Email: dschmeyer@kusklaw.com

21 Attorneys for Plaintiff

22 4867-2290-5931.1